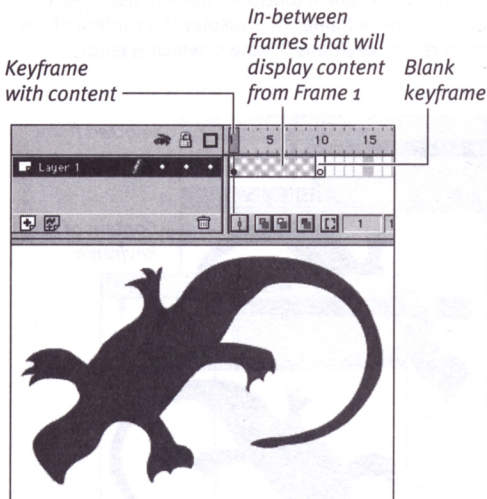


**Figure 8.5** Select a frame in the Timeline, and then choose Insert > Blank Keyframe to add a new blank keyframe.



**Figure 8.6** When you place content in a keyframe, Flash displays that frame in the Timeline with a solid bullet. The gray tint on the frames between keyframes indicates that content from the previous keyframe appears during these frames.

3. From the Insert menu, choose Blank Keyframe, or press F7 on the keyboard (**Figure 8.5**).

Flash revises the Timeline to give you information about the frames you've defined. A black line now separates Frame 9 from Frame 10; the line indicates where the content for one keyframe ends and the content for the next keyframe begins. A hollow bullet appears inside Frame 10, indicating that it is a keyframe but that there is currently nothing on the Stage in this frame. Flash replaces the gray bars separating Protoframes 2 through 9 with gray tick marks and removes the gray highlight that appeared in every fifth frame of the undefined frames.

## To create a blank keyframe in the middle of your movie:

1. Follow the steps above to create a single-layer, ten-frame movie.
2. In the Timeline, click Frame 1 to select it.
3. Place an object on the Stage (you can use the drawing tools to create something new, copy something from another document, or bring in an instance of a symbol from a Library).

Now that the frame contains a graphic element, Flash updates the Timeline for Frame 1, changing the hollow bullet to a solid one (**Figure 8.6**). If you have Tinted Frames selected in the Frame View pop-up menu (Flash's default setting), Flash shades Frames 1 through 9 with gray. The shading indicates that there is content in Keyframe 1 that remains visible until Frame 10 in this layer. Frame 10 is still white, with a hollow bullet, meaning there is no content there. (Try clicking Frame 10 to see that the Stage is completely blank.)

(continued on next page)